



## INSTRUCTION BOOKLET

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SONY



IMAGESOFT

**SUPER NINTENDO**

ENTERTAINMENT SYSTEM

**WARNING:**

**PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.**

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In the black of night he stalks his unwitting victims with the passion of a prince and the grace of a wild animal. Able to assume the guise of everything from a shadow on the wall to a jagged-toothed wolf beast, he feeds on the living, sinking his pearly fangs into their fair throats for a drink of their life-giving serum. For he is the Prince of Darkness—Count Dracula—and he's cast his hypnotic spell on your lovely mistress, Mina Murray. Now you, Jonathan Harker, must drive a stake through the heart of this vampire and save the fair Mina from eternal life as a vampiress.

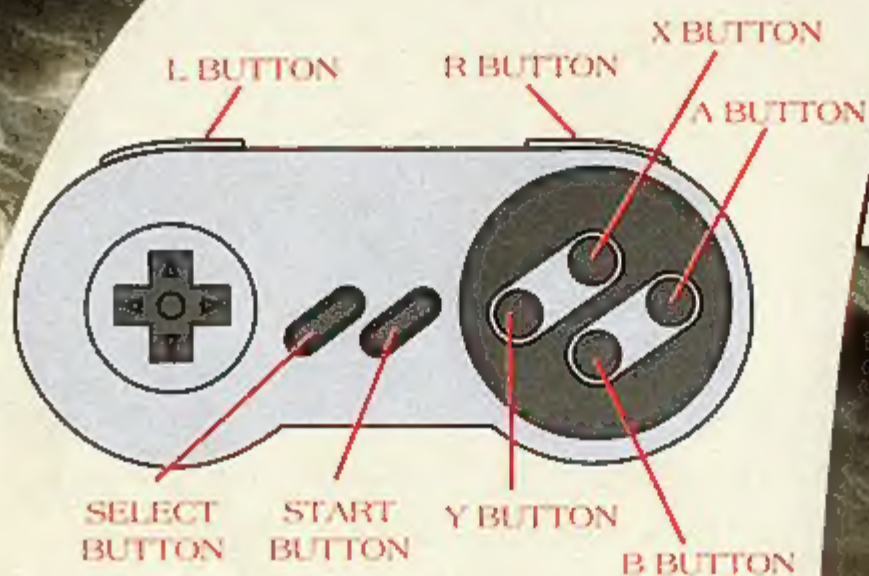


# STARTING UP

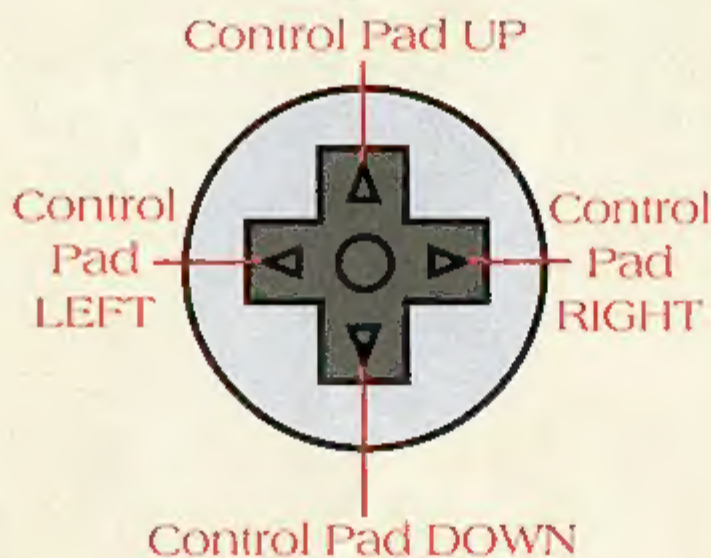
1. Turn off your Super Nintendo Entertainment System by sliding the POWER bar away from the Game Pak slot. Plug a game controller into your system.
2. Insert the Dracula Game Pak, label facing front, in the system slot.
3. Turn on the system by sliding the POWER bar toward the Game Pak slot.
4. When the Title screen appears, press the START Button to begin play.



# NAMES OF CONTROLLER PARTS



This manual refers to  
the following directions:





# CONTROLLING WARKER

## **TO WALK RIGHT OR LEFT:**

Press the Control Pad LEFT or RIGHT.

## **TO CROUCH:**

Press the Control Pad DOWN.

## **TO USE A WEAPON:**

Press the A Button.

## **STANDING JUMP:**

Press the B Button.

## **LONG JUMP:**

Press the B Button while walking.

## **JUMPING SLASH:**

Press the A and B Buttons at the same time.

## **TO PAUSE GAME:**

Press the Start Button.



# MAIN GAME MENU



From the Main Game Menu you can begin play by flipping through the pages of the Vampyre Book

by pressing the Directional Pad RIGHT.



# MAIN GAME SCREEN



## 1. LIVES

This shows how many lives you currently have. You begin each game with five lives.

## 2. SCORE

This records your point total tallied during each level of play. The more enemies you destroy, the more points you get.

## 3. ENERGY BEAKERS

Three Energy Beakers equal one life. All it takes to lose an Energy Beaker is one blow from an enemy.

## 4. WEAPON

This indicates the weapon with which you are currently armed.

## ARROW

The arrow leads you through the current level.



# PICK UPS

There are many Pick Ups in the game—each with its own special function. Pick Ups are placed after you find Doctor Van Helsing in selected points throughout the level. To collect a Pick Up, you must crouch to pick it up.

## SCENES

In order to advance from level to level, you must destroy all kinds of enemies and get past Dracula. Beware! Dracula can assume the form of everything from a bat to a shadow on the wall. The following is a brief description of what you'll face in each level.

## THE JOURNEY TO CASTLE DRACULA—Dusk

You begin your quest inside an old rat-infested village inn. Watch out for wild dogs, bug-eyed bats, hungry rats and club-happy henchmen.





## THE JOURNEY TO CASTLE DRACULA - Night

On the way to  
Castle Dracula  
you'll have to  
make your  
way through mossy fields and jagged  
rock formations while fending off  
bats, spear wielding-henchmen and  
protruding skewers. And watch out  
for the Blue Dracula and his mighty  
whip.



## HARKER'S ESCAPE FROM THE CASTLE - Dusk

You've made it to Dracula's  
library. Beware! Among  
the volumes of the  
Prince's favorite literature  
lurk more rats, bats,  
tarantulas and spindly  
skeletons



## HARKER'S ESCAPE FROM THE CASTLE— Night

Down in the  
cavernous  
vaults of  
Castle

Dracula lurk venomous tarantulas,  
hordes of rats, hidden passage-  
ways, hovering walkways,  
protruding spears, and Dracula's  
fire-breathing dragon.

## HARKER'S ESCAPE FROM THE CASTLE—Night

Get past Dracula's  
blushing brides and you're  
home free.





## THE JOURNEY TO CIVILIZATION— Dusk

Venture into  
Dracula's barn  
and lasso  
some pretty  
lurid livestock including phantom  
horses, Molotov Cocktail-hurling  
henchmen, and of course, more rats.



## THE JOURNEY TO CIVILIZATION—Night

You made it! Now cross  
the moat and get ready for  
a petrified forest filled with  
rabid wolves, giant  
tarantulas and sword-  
fighting skeletons ready  
to dice you up.





## THE JOURNEY TO CIVILIZATION - Night

Welcome to  
the convent  
Hope you're  
not afraid of

heights—the only way out of this  
lofty mess is to scale the walls and  
lay to rest stiletto-swinging  
sleepwalkers.

## THE JOURNEY TO CIVILIZATION—Night

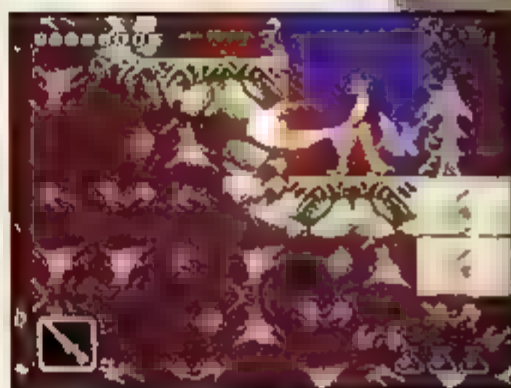
Welcome to the land of  
the unliving and young  
Prince Dracula. With  
secret passageways,  
high-voltage fireflies,  
ghastly zombies and a  
tarantula nest crawling  
with hairy arachnids...this forest is  
anything but enchanting!





## HILLINGHAM ESTATE— Dusk

This place  
needs an  
exorcism!  
Make it past  
the wild  
dogs, life-sucking bats, floating  
tables, and dematerialize a ghostly  
army of blade-carrying apparitions.



## HILLINGHAM ESTATE— Night

Nothing like an ancient  
cemetery to lift your spir-  
its. Beware of Lucy while  
you make your way  
through haunting oak  
trees and come face to  
face with neck-biting  
bats, wicked ravens, scruffy hench-  
men and snarling wolves.





## HILLINGHAM ESTATE—Night

Down in the Hillingham cellar it's cold and foggy—the perfect climate for a

carnivorous colony of the unliving, and Dracula in his wolf form.

## THE TRAIL TO CARLAX ABBEY—Dusk

Neat looking place, but you wouldn't want to live here. Unless you don't mind rooming with a lively set of floating furniture and a schizo band of pipe-clutching henchmen.





### THE TRAIL TO CARFAX ABBEY—Night

Make it past the chain gang of blade-wielding women and hatchet men, break through the vanishing pillars, catch a floating platform across the fiery pit, dodge flame balls...and Dracula is yours. But first defeat that giant guy in the straight jacket!



### THE TRAIL TO CARFAX ABBEY—Night

Only one more to go...after this! Gather your wits and prepare to go toe-to-talon and duel it out in the ruins of Carfax Abbey with Dracula in his bat form.



## TRANSYLVANIA: CASTLE DRACULA—Dusk

At last—the Main Event. Welcome to the inner sanctum of Castle Dracula. There's only one way out...and that's up. Use floating blocks to ride past nasty gargoyles then keep your balance and elude laser-spitting granite skulls, giant bats and the red armor-clad Dracula.





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